

S T A R T R E K

by Stewart J. Holmes

OBJECTIVE.

As captain of the Starship "Enterprise" you must seek out and destroy a galactic invasion fleet of Klingon battlecruisers. You have a specified number of 'days' (time intervals - each command takes 1 time interval), starbases (where you can replenish energy and torpedo stocks), and Klingon invaders (all of which must be destroyed within the given time interval in order to win the game).

The galaxy is divided into 8 x 8 sectors (like a chessboard grid), each sector containing a number of stars, klingons, starbases, etc. Navigation between sectors is accomplished by the Warp command and by the cursor keys within a sector (see below).

Commands

(Commands are invoked by typing the first letter of their name.)

- Note:
1. When entering information for a command i.e. energy to be used etc, press (return) afterwards.
 2. These commands will fail to operate if the unit is damaged - automatic repairs take a random number of days.

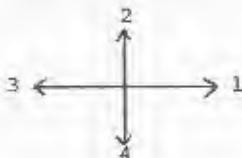
1. Warp

To move between sectors you must use the warp engine drive. The computer asks for two things in response to this command:

- a) Warp power - 1 moves you 1 sector, 2 moves 2 sectors etc at a cost of 50 units of energy/sector.

Note that the command will be ignored if there is insufficient energy.

- b) Direction -



2. Shield

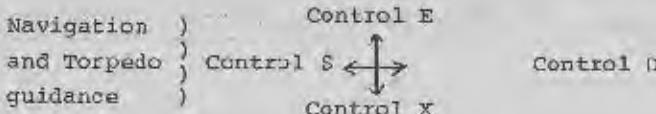
Allows you to enter the amount of energy that you wish to devote to your deflector shields - this is what keeps Klingons from destroying you when they fire. If shield energy reaches zero and you are hit, you will be instantly vapourised and lose the game. Note that all Klingons in range automatically fire upon you and this is reflected in falling shield energy.

3. Torpedo

You may launch a photon torpedo with this command and guide it towards the enemy - it will destroy any Klingon on contact. It is guided with the cursor keys (see below) and has a limited range (8 squares). Note that a wasted torpedo may be self destructed by hitting the (return) key. Stars and Starbases are not damaged by Photon Torpedoes.

4. Phaser

Phaser bolts are automatically aimed by computer at any enemy within range (i.e. current sector) and total firing energy (given by you) is automatically divided between all available targets.



Scanners

Short range scanners provide a picture of your current sector

*	=	star
■	=	starbase
K	=	Klingon
E	=	you - the Enterprise

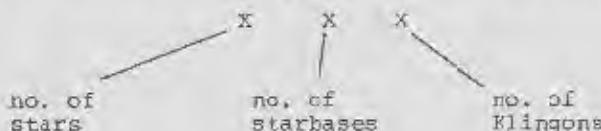
Note: Attempts to navigate through another object result in the Enterprise E disappearing until you move away from the object in question - this is purely a warning and results in no permanent damage.

Long range scanners provide a view of all adjacent sectors



with your current display
in the centre.

The information is coded as a 3 digit number for each sector:



Status

Note - that all of the below are constantly updated as you give commands. Your status is constantly maintained on the screen.

- | | |
|---------|---|
| Energy | - power remaining |
| Time | - number of time intervals remaining to complete your mission |
| Shield | - power in shields |
| Klingon | - enemy remaining |
| Torpedo | - number of torpedoes left |
| Sector | - position in galaxy - sectors are numbered as follows: |

0,0	1,0	2,0	7,0
0,1	1,1	2,1		
,	,	,		

Docking

You may restore torpedoes, and recharge energy banks by docking at a starbase. This is accomplished by navigating into the starbase. Note that you are still a target for the Klingons while you are docked.